

# ABOUT BLOODSHIFT

## TECHNICALS

- Recommended resolution: 16:9
- Storage required: ~1.5 gigs
- Save compatibility: v3.8 and later
- Models in game: 13
- Boot time: ~25-40 seconds on my machine

## LINKS

[Changelog](#) [FAQ](#) [Download](#) [Discord](#) & [Walkthroughs](#)

## INSTALLATION INSTRUCTIONS

- Works on Windows:
  - Extract archive to current Bloodshift location and replace
  - Old save data should be automatically in correct location
  - Execute
- If you don't wanna do that:
  - Extract archive to separate location
  - Load in old saveData folder from Bloodshift data folder into new data folder
  - Execute
- Mac (game will run on Mac but you won't be able to save data without this:)
  - Add ".app" to Bloodshift folder if needed.
  - Open Mac Terminal
  - `cd <PATH_TO_YOUR_APP>/<APP_NAME>.app/Contents/MacOS/`
  - `chmod -R 777 Bloodshift.app`
  - Hold control key when right-click open to have the "Open" choice in the prompt

## BUTTONS (for menu shortcuts & bug fixes)

### Menus

- F1 Status/Menu
- F2 Abilities/Travel Home
- F3 Task Log
- F4 Stable/Fast Travel

### Fixes

- F5 Restore unclickable screen and/or onscreen character, reset stalled menus/buttons
- F6 Regenerate inventory
- F7 Restore black screen
- F8 Repair escort error
- F9 Fix UI error

- F12 Reboot

## FAQ

Q. Why aren't there videos or GIFs?

A. My pictures are heavily edited with effects. I don't know how I'd do that with video. I can and have made animations, though. If that's something you want, become a Subscriber and let me know.

Q. Why Unity

A. I tried a whole bunch of different game ideas and engines. I made RPGS and shooters and point n clicks, etc. Eventually I had to pick something so I chose what would be the most versatile so now I'm stuck with that.

Q. Why can't I save my game on Mac?

A. You can. Read the installation instructions.

Q. Will this ever be on mobile?

A. I'd like it to be but like the optimization, it'll be a long process because I have to bring the image sizes way down, as Android is unable to load really big images, it seems (no idea about iOS). Again, a lot of consequences from my beginner days.

Q. Why are the images so big?

A. Because I thought the pictures should look nice on my monitor. They're real photos so there's a lot of colors, which I think increases memory size.

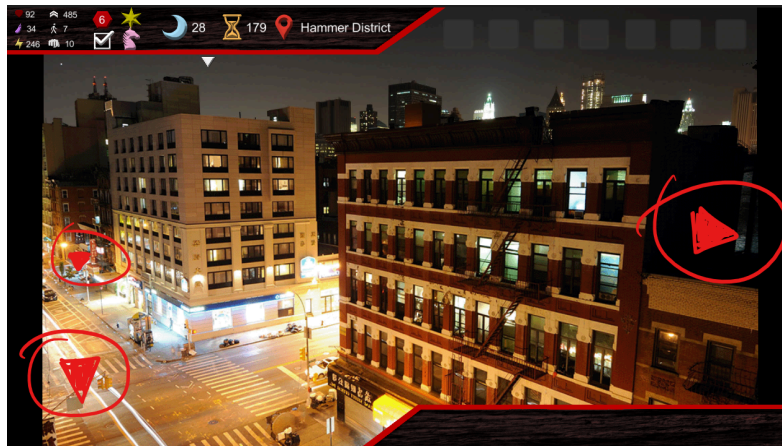
Q. What's next for Bloodshift?

A. I am entering a "lateral design period" whereby I will be optimizing, polishing, and building on the content that is already in the game, so I will not be working on Chapter 5 for awhile. Main story line content is very difficult to make and I have to go through many iterations before I am happy with it. So this period should see a lot more side quests, stories, and bonus content going out. But do not expect to play significantly as Mara for awhile.

# CHANGELOG

- v3.99G03 (Subscribers only)
  - BUGS CORRECTED
    - Unable to enter Pike's Place Flowers
    - Stalking Gemma goes into soft-lock if player rebooted the game or loaded a save between meeting her and sleeping with her.
    - Roommates may be missing from their room if player rebooted the game or loaded a save between meeting them and sleeping with them.
    - Crucial errors in Day 0 repaired
    - "Infinite loading screens" repaired
    - Use of some special abilities leaves "ghost" dialog on screen.
    - Corrected instances in which Draco's sprite "breaks" and stops appearing
    - Some of Kelly's dialog resetting to Chapter One repaired
    - Fixed error where guessing the correct flower for secret objective wasn't recognized.
  - ADDITIONS
    - Start of Chapter 5 added
    - Added F9 UI repair button (press it until the UI looks right)
  - KNOWN ISSUES
    - Sometimes room arrows drift. I don't know why this happens yet. Reboot or reloading should fix it.
    - Sometimes the UI does not return correctly to its original position. I also don't know why this happens yet. Press the new F9 UI repair button a few times until it goes to where it should be.
    -
  - IMPROVEMENTS
    - Loading screens now alert player when the game needs a few seconds to pull up game resources.
    - Made room in stable for one additional girl
  
- v3.99F11-14 (Mac & Linux) **PUBLIC**
  - F14
    - **NOT COMPATIBLE WITH OLD SAVES**
    - FIXES
      - Repaired corrupt Kelly problem
  - F12
    - FIXES (bugs not present in F10 Windows version)
      - Repaired corrupt Téa problem
      - Repaired incorrect sprites displaying for Ann in the early game.
  - F11
    - FIXES

- Loading screens should now always credit the appropriate Subscriber
  - IMPROVEMENTS
    - Distinct “sick” sprite added to the four main girls to denote when they are awake but not healthy enough for drinking.
- v3.99F10 (Windows)
  - FIXES
    - Invisible arrows in Hammer roof should be visible again
- v3.99F09
  - FIXES
    - Errant up arrow in the dealers’ alley removed. This should restore normal progression with Mara/Elly/Ann.
    - Bonus points should be added correctly now when feeding on the bonus girls.
  - BUGS
    - In this rooftop area in Hammer, the movement arrows may be *invisible*. They are clickable if you know where they are. This shouldn’t be too critical.



- v3.99F07/08
  - BUGS
    - There seems to be an error in which players are unable to separate Mara from her daughter. This may be related to the bug immediately below. Investigating.
    - There is an up arrow that should not be there in the alley outside the rival dealers’ apartment. Do not click it.



- If you gain a level after feeding, characters in the room may duplicate.
- Bonus points not properly being added after bonus feedings.
- ADDITIONS
  - Administrator Jezabel Valient added
  - Secret room added
  - Animate ability added (Level 6)
  - You can shuffle through the rows of your Stable by pressing Pause on your keyboard.
  - Alleywood Hills area added
  - Gemma Wilson added (Subscribers only)
- IMPROVEMENTS
  - Significantly reduced GPU usage
  - Boot and load time reduced about 20%
  - Some UI elements improved for better player comprehension, especially regarding use of items
  - Better adaptation to 16:9 resolution.
  - The Stable screen now shows everyone you've fed from.
  - Jezabel now appears in the stable
  - Mortar now shows recipe guide during assembly
  - Téa generic sex scene improved.
  - Karlee's scene improved.
  - Updated sprite for Téa in Stable.
  - The score screen will now alert you in the event that cheats may have been detected.
- CHANGES
  - Talking no longer depletes time left.
  - Michelle no longer appears in the Stable screen after Chapter 2, but player has option to travel to Downtown via the Abilities button.
- FIXES
  - Fixed a bug that would infinitely multiple a player's virulence.
  - Fixed a bug that might have incorrectly put players into Wraith Mode from out of nowhere.
  - Fixed an inventory bug that occurs when the player goes to the casino as Ann with the drug pouch open.

- v3.99F03-06 (Subscribers only)
  - F06
    - BUGS
      - The secret room cannot be opened in some circumstances.
    - FIXES
      - Fixed lockup of guard in Watson Hall
      - Sound effects fixed
      - No longer possible to go into debt via the Uber driver.
    - IMPROVEMENTS
      - Some UI elements improved for better player comprehension, especially regarding use of items
  - F05
    - BUGS
      - Feeding on the guard in Watson Hall will lock the UI. Press F5 to get out of it.
      - Some sound effects have been corrupted and will not play. Shouldn't affect gameplay.
      - It is possible to have negative cash due to the Uber Driver.
    - FIXES
      - Interacting with Brendan should no longer cause a loop
  - F04
    - BUGS
      - Interacting with Brendan puts the game into an infinite loop
    - FIXES
      - Ann should no longer get booted from the bar
    - ADDITIONS
      - Secret room added
      - Dialog added with Brendan about Gemma, intended to start the quest
  - F03
    - Bugs
      - Ann gets booted immediately from the bar
    - CHANGES
      - Michelle removed from Stable screen after Chapter 2
      - **Rae Lil Black temporarily removed (The Thief)**
    - UPGRADES
      - Stable screen now shows bonus girls and up to 7 girls at a time.
    - ADDITIONS
      - Alleywood Hills area added
      - Gemma Wilson added
- v3.99F02, released November 19, 2023
  - BUG FIXES

- Using Mara to unlock the greenhouse should no longer softlock the game.
    - The player can no longer sell more drugs than they actually have.
    - Partly fixed an error in Chapter 3 when there are too many things going on overnight, and Draco may appear to awaken in the forest during the day time. While this still happens, the player is blocked from clicking anything and breaking the game.
    - The bouquet bag should properly load into the player's inventory now.
    - Fixed repeat instances of feeding on Melissa Moore.
    - Fixed an error which allowed the player to use both Brendan and Mara to find Magmar's book.
    - Fixed an error which prevented the player from skipping the gunfight in Chapter 4.
  - CHANGES
    - Various text made easier to read
    - Improved mouse-over feedback on some screen elements.
    - Game now does a corruption check before using the virulence potion to make sure the player doesn't waste it.
    - Reduced quantity of buckets in the jar.
  - v3.99F01 (subscribers only)
    - Added Jezabel Valient secret objective
- V3.99e, released September 8, 2023
  - KNOWN ISSUES
    - When using Mara to open the greenhouse, the game may softlock. Press F5 to clear it.
  - BUG FIXES
    - Repaired a bug that caused the (DONE) dialog option to be prematurely active at the start of the game, which could trap players when used.
    - Fixed some odd conditional behavior in Mara's interaction menus.
  - CHANGES
    - Made certain things clearer in the endgame
- V3.99d, released August 29, 2023
  - ABOUT
    - This was updated with special attention to "speed running" so it's a lot more stable now when clicking rapidly. It's still possible to create conflicting routines but it doesn't happen as often.
  - KNOWN ISSUES
    - Ann's dialog menu may have two instances of "collect flowers for me". This doesn't appear to cause any problems.
    - Clicking (DONE) on Michelle during the prologue at the night market will lock the game. Don't.

- Mara may display slightly odd behavior in the interaction menus when above 45% corruption.
    - BUG FIXES
      - Numpad 0 deactivated
      - Fixed a cosmetic error which sometimes showed Michelle naked in public.
      - Fixed a boomerang bug that happens sometimes when Ann is finishing her missions in the casino
      - Fixed sprite errors that occur with the mortar.
      - The mortar should work consistently now.
    - CHANGES
      - Increased the point value of optional story-based tasks to encourage their completion.
      - Loading errors now return you to the save menu. Make sure that you select a save slot and try again.
- V3.99c, released August 25, 2023
  - KNOWN ISSUES
    - **CRITICAL: I accidentally left on a test key, which is numpad 0. It will zip you to Michelle's door. Don't press it. Sorry.**
    - The mortar & pestle in Chapter 3 sometimes fails to accept reagents after a recipe rejection. Just close the mortar and reinitiate it.
    - Certain arrows drift over time for some reason, I haven't figured out why yet. It's not a big deal I don't think.
    - Clicking too fast when Ann is returning from the casino can spit the player out to the wrong location.
  - BUG FIXES
    - The Téa extraction blackout bug was fixed.
    - You can no longer return to Blaze's apartment at the end of Chapter 4.
    - The assailants should no longer respawn inappropriately at the end of Chapter 4.
    - The vial sprites should display correctly now.
    - Fixed boomerang bug in Michelle's apartment when visiting her for the first time.
    - Fixed a UI hang that sometimes occurs in the casino.
    - Fixed an exploit that allowed players to complete Chapter 3 without completing the dispeller first.
    - Corrected a bug which told the player to find a blood source on campus after the window of opportunity had already closed.
- V3.99b, released August 21, 2023
  - KNOWN ISSUES



- **CRITICAL: The Memories Shop entries for the main girls are still in development and I left them on by accident. Do not use them or your game will hang. Sorry.**
    - **CRITICAL: At the conclusion of Chapter 4, while evading the police, it is possible to return to Blaze's apartment. This is not intended, and doing so can trap the player. So don't do it.**
    - Returning to Hammer in late Chapter 4 after a game load can cause the assailants to respawn. Just ignore them.
    - On any extraction after the first, Téa's scenes will black out without returning to the normal screen. Press F5 to restore the screen.
    - The vial has some graphical errors where it does not correctly show the potions correctly or the amount of maidenthirst. The text should be correct, however.
    - The mortar & pestle in Chapter 3 sometimes fails to accept reagents after a recipe rejection. Just close the mortar and reinitiate it.
  - BUG FIXES
    - A mistake that made certain characters appear too early was fixed.
    - Clicking arrows rapidly in the forest as Ann will no longer lock the arrows.
    - Fixed a boomerang bug that can trap the player in Landhurst's office.
    - Fixed the pestle animation glitch.
    - Fixed the dim screen bug that happens when you don't have enough time to fast travel from the Stable.
  - CHANGES
    - Various graphical enhancements.
    - It is no longer possible to go into Chapter 4 without having fed on Mara at least once.
    - Tried to make it a little more obvious that there are 24 save slots available, not 3.
    - Slightly reduced starting cash.
    - Reduced starting burden by 1.
    - Increased starting speed by 1.
- V3.99, released August 15, 2023
  - NOTES
    - I can't fix this right now, but the bounding box for characters to give them something is actually somewhere below their head, so if you're having trouble giving an item over, drag it down lower than you think you need to and it'll work.
    - The game loads cinematics separate from the rest of the game, so the first cinematic of every session of play (each individual boot) will hold the black screen fade out a little longer than normal. Just be patient. Will make a loading screen for future versions.
  - KNOWN ISSUES



- If you're experiencing the pestle animation bug, where the pestle appears on a load and starts grinding, resave your game and load it. It should go away. If it doesn't, save on a new slot and load that.
  - If you go into Chapter 4 without having fed on Mara at least once, you will not be able to progress Mara's quest line. You'll have to go back to Chapter 3 and feed on Mara if you wish to complete the game.
  - The vial has some graphical errors where it does not correctly show the potions correctly or the amount of maidenthirst. The text should be correct, however.
  - The mortar & pestle in Chapter 3 sometimes fails to accept reagents after a recipe rejection. Just close the mortar and reinitiate it.
  - Clicking the arrows too quickly in the forest during Ann's mission will cause the arrows to lock up and become unresponsive. The F5 debug button does not help.
  - If you ask Ann to collect flowers AND spy on the same night, she will only do the spying mission. You'll have to ask her to do the collection again.
- BUG FIXES
- Mortar & pestle no longer blocked from use if you do it too early in Chapter 4.
  - Fixed a minor bug where the lake guy's strength wasn't being checked correctly (strength requirement is higher)
  - Fixed some instances of the rare but critical save-persistent menu glitch.
  - Fixed a bug which allowed access to the menus via the keyboard when they should not be.
  - Repaired several mechanical errors that tend to occur when the player is being moved as part of a dialog or cut scene.
  - Fixed a bug that would permanently lock the player out from Téa if they made the wrong dialog choice.
  - Fixed a bug where the maidenthirst is not returned to you even when the recipe is abandoned.

- Melissa Moore should be accessible more than once, in case you pass on first meeting
    - Fixed a bug that caused Brendan to reappear in Chapter 4 after he should be gone.
  - IMPROVEMENTS
    - Added a “finish” screen to the end of the current content; post your scorescreens in the [Discord](#), to let amalgam know you finished the game (it helps me know the game is working okay)
    - Transferring your game to the Subscriber version will now immediately allow access to the Subscriber extras.
    - It is no longer possible to have negative charm
    - Boot time reduced 2-3x
    - Game storage size reduced 4x
- V3.987, released August 9, 2023
  - BUGS DISCOVERED
    - You may be blocked from using the mortar & pestle early in Chapter 4. You can clear the block by simply visiting the casino first.
  - BUG FIXES
    - The arrow from university back to downtown was fixed.
    - Viagra purchase should work alright now.
    - Partial fix for the persistent save glitch implemented. If you find your menus suddenly not working and it is persistent in the save file, see ADDITIONS below.
  - CHANGES
    - The “woman in the alley” will no longer appear during the Chapter 4 gunfight if you hadn’t found her already.
    - Removed F9 HUD debug
    - Cost of Viagra increased to \$100
    - The score display in the Stable screen should now adjust along with your resolution.
    - Made the end of content in Chapter 5 more obvious
    - Subscriber exclusive memory shop items now hidden on the public release, to reduce confusion.
  - ADDITIONS
    - Added persistent menu glitch debug button (F11). If any menus seem broken, try using this debug.
  - SUB-RELEASE
    - See main release v3.984
- V3.986, released August 7, 2023
  - BUGS DISCOVERED

- The arrow taking you back to downtown from the university is bugged. It will take you to a black screen with the UI locked. I suggest using fast travel to get around, but if you end up in that position, press the F5 debug button to release the UI, then travel via stable or coffin return.
    - Purchasing Viagra bugs out on the first purchase, and is then successful on the second purchase.
    - An unusual error is afflicting some players where menus are persistently glitched, even across saves. No easy fix. Submit save files to amalgam for repair.
  - BUG FIXES
    - Player can now collect Calladium normally.
    - Pre-activated Chapter 4 gunmen removed.
    - Mission update box should be consistent in all resolutions.
    - Should no longer be possible to reach the booksearches before they are necessary
  - SUB-RELEASE
    - See main release v3.984
- V3.985, released August 6, 2023
  - SUB-RELEASE
    - See main release v3.984
  - BUGS DISCOVERED
    - There is a bug which prevents the player from collecting Calladium in Chapter 4. Go to the casino at least once and it should resolve itself.
    - I accidentally left some Chapter 4 characters pre-activated in Chapter 1. They are the gunmen in Hammer District. Ignore them.
    - Playing in 16:9 is causing the mission update box to appear in the wrong size. Check your task list.
    - It is possible to access the booksearches before that quest has actually been activated. If you are in the library in Chapter 4, it's best that you stay away from the booksearch kiosk until you have spoken to Magmar the second time.
    - Use of F9 HUD reset actually makes things worse in 16:9. Do not use.
  - BUG FIXES
    - Stalking Ann's father will no longer lock the screen.
    - Created a workaround for the suite boomerang bug; the Out arrow in the room will activate, allowing you to exit (this one's really hard to fix)
    - The assailants should be properly gone now when skipping the gunfight.
  - CHANGES
    - Téa can no longer be used to assist in the library. Brendan is the person you need to talk to.

- Players can now select 16:9 or 16:10 ratio resolutions, depending on what works best for them. Note that the game was not designed for 16:9 so many things will look off.
- v3.984, released August 2, 2023
  - SCOPE
    - This is the complete public game so far from Chapter 0 through the very beginning of Chapter 5.
    - Chapter 4 is 95% complete. The chapter's climax is a survival challenge that is not yet fully developed. Feel free to skip it.
    - Gameplay is over once all your tasks are listed as insoluble.
  - KNOWN ISSUES
    - There is a rare bug where, if you click rapidly while typing in your name when starting a new game, it may cause the player to start in a black screen and be unable to do anything. Just don't do that.
    - For some reason some players are unable to boot the game in the correct resolution, which causes UI problems. Use F9 to restore a missing HUD and F1-F4 to access the menus.
  - DISCOVERED BUGS
    - When stalking Ann's father, the game will freeze. Use the F5 debug button to get out of the freeze, then go outside to the intersection. You should be able to find Ann's apartment from there.
    - If you take Téa to help you in the library, your screen may freeze. Use the same solution as above.
      - If this still doesn't lead to success, I recommend you take Brendan to help you instead.
    - If you skip the gunfight, the assailants may still be found in various locations, but they should be "deactivated". In the event they are not, reload your game and go through the gunfight instead. There are four assailants and are killed with one strike so it shouldn't take too long.
    - A bug has been found where some players "boomerang" back into the preacher's suite after talking to him. You need to download v3.985.
  - IMPROVEMENTS
    - Loading time substantially improved (boot time is still long)
    - Fixed a variety of sprites that were cut off.
    - All mandatory puzzles can now be skipped.
    - Chapter 1 substantially reworked for better flow and gameplay clarity.
    - Brendan has been retconned to no longer be a school friend of Michelle's, for better flow and gameplay clarity.

- Clickable areas in the scene now spawn a small arrow to help you identify and differentiate what you are clicking on.
- If you have the Astregression ability when running out of time, the game will prompt you to use it if you wish.
- Téa is now accessible beyond Chapter 2 as long as you have the things you need.
- ADDITIONS
  - Added casino
  - Added luxury suite floor
  - Added church bodyguards Russell and Julian
  - Added storage function in coffin (holds dragon statuette from Chapter 2)
  - Added 10 puzzles and/or sub-puzzles
  - Added a new mission for Ann
  - Two secret girls included
- EXPERIMENTAL ADDITIONS (not fully functional)
  - Added some limited sex animations
  - Added a limited memories shop
  - Interactions with Kelly expanded
  - Several scene items added on campus for future gameplay.